

The background of the cover is a dark, stylized illustration of a city at night. The city features various buildings, including a prominent red building with a clock tower on the left and a large, dark, gothic-style building on the right. The sky is dark with some clouds and a small, glowing orb. The title 'Disgaea 3' is prominently displayed in the center, with 'Disgaea' in a blue, stylized font and '3' in a large, red, 3D font. Below the title, the subtitle 'Absence of Detention' is written in a smaller, red font. The overall tone is dark and mysterious.

Disgaea 3

Absence of Detention

INSTRUCTION MANUAL



WARNING: PHOTSENSITIVITY / EPILEPSY / SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your doctor before playing.

IMMEDIATELY DISCONTINUE use and consult your doctor before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness • eye or muscle twitches • disorientation • any involuntary movement
- altered vision • loss of awareness • seizures or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR DOCTOR.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far a way as possible from the screen.
- Avoid prolonged use of the PS Vita system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

PRECAUTIONS FOR USE

- Keep the PS Vita game card out of the reach of small children to help prevent accidental swallowing.
- This game card is for use only with the PlayStation®Vita system. Use of this game card with other devices may damage the device or the game card.
- Do not touch the game card terminals with your hands or with metal objects.
- Do not allow the game card to come into contact with liquids. Do not bend or drop the game card or otherwise expose it to strong physical impact.
- Never disassemble or modify the game card.



PRECAUTIONS FOR USE

Do not use or store the game card in the following locations or under the following conditions:

- In a car with the windows closed (particularly in summer)/in direct sunlight/near heat sources
- In high humidity or corrosive environments.
- Be sure to insert the game card in the proper orientation.

The data on the game card may be lost or corrupted in the following situations:

- If the game card is removed from the system or if the system power is turned off while data is being read from or written to the game card.
- If the game card is used where it can be affected by static electricity or electrical noise.

If, for any reason, data loss or corruption occurs, it is not possible to recover the data. Backing up data regularly is recommended. Sony Computer Entertainment Inc. and its subsidiaries and affiliates will not be held liable for any damages or injury in the case of data loss or corruption.



FCC AND IC NOTICE - PART 1

This device complies with Part 15 of the FCC Rules.

Operation is subject to the following two conditions:

- (1) this device may not cause harmful interference, and
 - (2) this device must accept any interference received,
including interference that may cause undesired operation
- This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.

FCC AND IC NOTICE - PART 2

- However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:
- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

You are cautioned that any changes or modifications not expressly approved in this manual could void your authority to operate this equipment.

This Class B digital apparatus complies with Canadian ICES-003.

Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.

GEOLOCATION DISCLOSURE

Disgaea® 3: Absence of Detention uses the GPS function of the PS Vita to collect part of the data that determines a player's Honor Quotient. The longer the distance you travel while playing Disgaea 3: Absence of Detention, the higher your Honor Quotient will be. As such, your geographical location will be recorded by the PlayStation®Network while you are playing the game. That data will be used to calculate your total distance traveled, which will in turn factor into your Honor Quotient. You may disable the collection of this data from the Location Data setting on your PS Vita. However, doing so will make it more difficult to raise your Honor Quotient.

Basic Controls

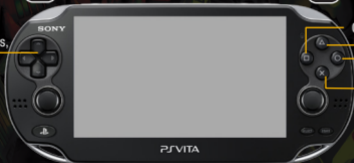
Rotate map to left

L

R

Rotate map to right

Move the characters,
and/or cursor



Change Status Screen

Menu, Skip Demo

Cancel, Jump

Enter, Send Message

LEFT
STICK

Move the characters
and/or cursor

RIGHT
STICK

With Cursor Over Character: Switch between Stats and Equipment
Equipment Menu Item Status: Switch between Stats and Innocent information

Battle Controls



Move the characters, and/or cursor



Menu, Skip Demo



Cancel



Enter, Battle Command



Use with directional buttons to change the direction a unit is facing



Rotate map to left



Rotate map to right



Move the characters, and/
or cursor



With Cursor Over Character: Switch between
Stats and Equipment

Equipment Menu Item Status: Switch
between Stats and Innocent information





Show or Hide Geo Panels

Screen (touchscreen) Controls

	Base	Battle
drag & flick	Slide through map	
top left touch	Zoom in and out Fast Scroll through items	Zoom in and out
top right touch	When Message is Showing: Speed up message speed	When Controlling Cursor: Choose character that hasn't acted yet During Attacks: Speed up animation

Rear touch pad Controls

	Base	Battle
top left touch	Zoom in and out	
 button + top left touch	Unused	Change viewing angle from diagonal to top view
top right touch	When Message is Showing: Speed up message speed	When Controlling Cursor: Choose character that hasn't acted yet During Attacks: Speed up animation
 button + drag	Unused	Change viewing angle

The title 'Table of Contents' is centered within a decorative horizontal banner. The banner has a dark, textured background with ornate, symmetrical flourishes at each end. The text is in a white, serif font.

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Prologue

The Netherworld, a world spoiled by spite,
cruelty, blood soaked taboos, and boundless riffraff.

They say that dark dwellers run rampant, causing horrifying
disasters in these lands.

In the center of this Netherworld lies a school that endlessly
continues to expand its grounds.

—The Nether Institute, Evil Academy.

With the Overlord as dean and greater demons for teachers, demon students who follow their baser instincts are labeled as honor students at this school of torment.

This is the root of evil in this tumultuous Netherworld...

The Pandora's Box that spreads corruption and destruction. Still, many continue to be fascinated by this darkness. If you have the courage to descend upon the lands of this Netherworld, beware of losing your mind to the chaos.

This is your only warning...

Characters

Mao

Male: 1578 Years Old

The No.1 Honor Student in the Netherworld. He dreams to someday defeat his own father, the Overlord. He uses his 1.8 million EQ to carry out his evil experiments. He hates humans and superheroes. He tends to get overly excited when he finds new research subjects.





Geoffrey

Male: Age Unknown

Mao's gentlemanly demon butler.

Overprotective of Mao, he appears almost psychic, always prepared for any situation.

He is extremely loyal to Mao.



Almaz

Von Almandine Adamant

Male: 18 Years Old

A self-proclaimed hero, he's more of a hero wannabe. He came to save his admired princess, but he is pretty hopeless. Mao stole his "Hero" title and forcefully made Almaz his follower. Almaz gains great strength when the princess is around...usually.



Raspberyl

Female: 1578 Years Old

The biggest delinquent at Evil Academy. She has perfect attendance, and has never forgotten her homework. She holds her title by doing the exact opposite of Mao. She threatens other demons with her good morals. Mao and she have known each other since they were little.



Sapphire Rhodonite

Female: 17 Years Old

A Princess of some kingdom in the Human World who Almaz admires.

She loves cute things.

Contrary to her very sweet appearance, she has a very strong personality and is quite an aggressive fighter.

Her motto is, "First to strike, first to win."

She has a problem where she can't cry, even when she's sad, which has been bothering her.

An anime-style illustration of Mr. Champloo, a character from the Disgaea 3 game. He is a young man with spiky blonde hair, wearing a red bandana with a white 'X' on his forehead. He has a dark blue coat with yellow trim and a red scarf. He is holding a large, ornate silver sword. The background is dark with faint, stylized patterns.

Mr. Champloo

Male: 3442 Years Old

The Home Ec. Teacher. Master of Kitchen Fist
Fire Chaos Style. He's very fiery.

He has strong beliefs about cooking and the heart.

He always appears out of nowhere and disappears as if smoke on the wind.

Most of the things he says are very topical and touching, however his metaphors of food leave his listeners very confused.



Kyoko Needleworker

Female: 1584 Years Old

A follower of Raspberyl.

She admires rebels with or without a cause, especially Beryl. She is very knowledgeable about the legends surrounding the Academy, and therefore often acts as a commentator.



Asuka Cranekick

Female: 1584 Years Old

A follower of Raspberyl.

Often seen at Beryl's side,
she admires delinquency.

Compared to Kyoko, she is
a tad lackadaisical.



Rutile

Female: 15 Years Old

Her father is a human and her mother is a Nekomata. Since she was raised in the Human World, she isn't familiar with the common sense of the Netherworld. She is so kind and honest. She trusts others without giving it a second thought. Contrary to her cute, skinny appearance, she is extremely strong.

Her strength has always been one of her worries. She comes to the Nether Institute, Evil Academy as a transfer student.



Stella Grossular


Female: 1657 Years Old

She is the Student Body President of Death Institute, Majin Academy, and is the Dean's only daughter. Although she may seem harsh and stuck up, she has a childish prank-loving side, too. She sincerely believes that everything she does is "elegant." She has a truly unique taste. She owns many monsters as pets, especially Sludges and Zombies. She looks up to her father, who is a Majin.

Beginning the Game



Once you start the game, options will be displayed on the Title Screen. Select [New Game] to start a new game. Select [Continue] to continue a previously saved game.

*The software may take 20 seconds or more to load data to enhance your game playing experience. To reset the game, press  and select [Quit] from the Main Menu to return to the Title Screen to skip reloading this data.

Saving and Loading

By using a memory card, you can save the current status of your game.

You will need at least 96 MB of free space.

Press Δ to bring up the Menu at Bases, such as the Evil Academy Freshman Building, and select Save. To make a new game save, select "Save New Game" using the touchscreen.

To save over an existing game, select a previously saved game using the touchscreen. Continue with an existing game by choosing "Continue" from the Title Screen. (Load)



*When you save over a game, the replaced game will be deleted.

*Do not conduct any of the following while saving:

1. Press the power button.
2. Remove the memory card.

Doing these may delete the data you are trying to save.

Using the GPS

This game uses the GPS to calculate how far the player has moved.

Online Manners

Online Manners

When connecting to the internet, you can compare stats with other players. When doing so, please keep these rules in mind:

Don't make others feel bad, or create characters that may be offensive to others.

Don't share your or other people's information with others.

*If you violate the PlayStation®Network User Agreement, we have the right to cancel online services and practice other actions.

Beginners

Flow of the Game

In the Beginners section, we will explain the basics of progressing through the game.
Here, we will explain the flow of the game.

Chapter Begins

Event



The story progresses through events.





Base

You can roam around the Evil Academy Freshman Building. Here, you can do things like buy items, learn skills, heal, and gather information. You can save your data here as well. Talk to Geoffrey in order to travel to a different map.



Choosing a Map

When you talk to Geoffrey, he will take you to the Map Selection Screen. Once you enter a map, a battle will start, and until you achieve victory, you will not be able to go back to the Base. We recommend that you prepare yourself for battle and save your game data before starting a battle.

Battle

Defeat enemies to clear the map.



Defeat the enemy!

When you defeat all the enemies, the map is cleared.

If all your allies (Max 10) are defeated, it's Game Over.



Chapter Ends

These are the basics to playing this game. The game consists of 8 different chapters. Depending on how you play, the ending may change. And after clearing the game....!?

Beginners**Base Options**


At your base, such as the "Evil Academy Freshman Building," you will be able to shop around, and talk to teachers and students by controlling the main character, Mao.



Controls for the Character at the Base

- Left stick or directional buttons Move the main character, Mao.
- ⊗ button Talk to people next to you.
- ⊙ button Make Mao jump. This movement may not have much significance.
- L button or R button Rotate the angle of the camera.
- rear touch pad top left touch Change the zoom.

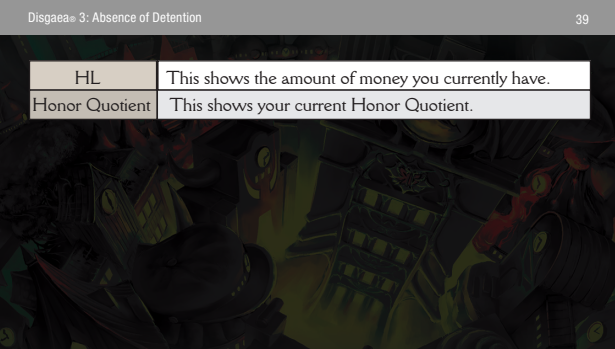
Base Commands

Press  to display the Main Menu.



Item	You can confirm your items, and move them to and from the warehouse.
Equip	You can confirm or change your equipment.
Evility	You can confirm or change your Evilities.
Special	You can confirm or change your Special Skills.
Status	You can confirm the status of your team members.

Arrange	You can arrange characters in order of "Manual," "Level," "HP," "Attack," "Magic," "Human," "Monster," and "Club."
Help	You can acquire important basic information on battles.
Settings	You can make various changes to the game settings.
Quit	You can reset the game and return to the Title Screen. However, any unsaved data will be lost.
Save Data	You can save the current status of the game.



HL	This shows the amount of money you currently have.
Honor Quotient	This shows your current Honor Quotient.

Beginners

Equipping for the Adventure

Shopping

You can buy items by talking to the Merchants at the Base. To buy items, you will need HL (money). Before buying an item, you will also be able to try it on to compare with the item you already have. Utilize this system wisely.

Weapon Shop: This shop mainly sells items that improve your characters' ability to attack, and also sells staves for your magic-using characters.



- Armor Shop:** This shop mainly sells items for protective purposes. As you progress, it will start selling accessories, such as "Glasses (increasing your attack accuracy)".
- General Store:** This shop mainly sells healing items that you can use during battles.

Product Level:	The quality of the items depends on the "Product Level." As the level increases, the items become more expensive, but they will also increase in quality. You can suggest whether you want more expensive or cheaper items at your homeroom meeting.
Customer Rank:	The rank will go up as you shop. You can only raise the "Product Level" as high as your "Customer Rank."

Nurse's Office

You can restore HP and SP by spending HL. You will also be able to acquire prizes from using the office.



Geoffrey

To go to the Area Map, you will need to talk to Geoffrey.

*Sometimes you will need to talk to a "Prinny."



Evility Lab

Here, you will be able to acquire Magic or Special Skills and "Evilities" by trading in your "Mana." As long as you have enough "Mana", you will be able to acquire any skill. (There may be a limit to how much you can acquire of certain Skills, according to your character's job class.) You will be able to acquire any necessary Skills or Magic by trading in your "Mana," despite your character's level.




Beginners


Battle


You will enter battle by moving to the Area Map after talking to Geoffrey. This page will briefly explain the controls used during battle.

Attacking

Select the "Base Panel" and press .
This will bring up the list of your team members.



Select the name of the character you want to use with the cursor, and press .

The selected character will jump out onto the map. You can cancel your selection by selecting the character on the field, and pressing  to pull the character back into the "Base Panel."

"Mana" and Saving "Mana"

"Mana" is a unit of energy acquired by defeating enemies. You will need "Mana" to acquire or strengthen your characters' Skills and Magic. The tougher the enemies are, the more "Mana" you will be able to acquire.

Only characters who participate in battle will be able to acquire "Mana". Please think carefully when selecting your participating characters. You will also be able to acquire "Mana" by buying "Mana Potions" at the "General Store."



Battle Commands


This will explain the commands (orders) used by your characters during battle. To command your characters during battle, select a participating character with the cursor and press **X**. You will see the commands you can use listed on the screen.

Move

You will be able to freely move the selected character within its movement range.



Attack

This will allow the character to attack enemies by using its equipment. The character will not attack as soon as you use this command. Press  and select [Execute] or [End Turn] for the commands to take effect. [Execute] will allow all the registered commands to take effect. [End Turn] will allow all the registered commands to take effect, and then surrender your turn to the enemies.



Special

This will allow the character to use its Special Skills.

Special Skills are referred to as the following:

A Skill that the character specializes in.

A Skill learned by using an equipped weapon type.

Magic used by magic-using characters.

SP will decrease when using Special.



Defend

You can use this command to increase your defensive power for that turn. However, that character's number of counter attacks will decrease for that turn, as well.



Lift/Throw

This command will allow a character to Lift an adjacent team member or enemy. While Lifting, select [Throw] and determine the direction and distance. You will be able to use this command consecutively during one turn. If you select [End Turn] while still Lifting a team member or enemy, that character will take damage from Lifting them.

*Monsters, like the "Prinny," are unable to use this command, however, other characters can lift them.

*A "Prinny" will blow up once you throw them.



Magichange

A Monster can transform into a special weapon to be used by a humanoid character if they're both members of the same Club. Even though you will lose one participating character, the great attack caused by this special weapon will make up for the loss.



Item

You will be able to use items stored in the Item Bag to restore HP (Health) and/or SP (Magic).
You can also use a "Mr. Gency Exit" to escape from the Item World.



Equip

You can change the character's equipped status by using the weapons and/or armor that are in the Item Bag. Make sure you are prepared before you go to battle, since you will not be able to use the equipment in the Warehouse during battle.



Status

This will display the status of the character.

*Each character will be able to use one [Move] and just one [Attack], [Special], [Lift/Throw], [Magichange], [Item], or [Defend]. You can use [Status] and [Equip] as many times as you want.



Battle Menu

Execute

All the registered characters will begin attacking. The order of the attacks depends on the order you registered the actions.



End Turn

This surrenders the turn to the enemy after all the registered characters are done. Make sure you are finished using all the attacks and moves before you select End Turn.



Bonus List

This displays the list of bonuses you will receive after clearing a stage.

The Bonus List correlates to the Bonus Gauge at the top right of the screen.

Once the Bonus Gauge reaches 1, you will receive the bonus that corresponds to that level.

The Bonus Gauge will increase by attacking enemies.



Character List

The list of characters that are available on the map. Select the name to point the camera toward the selected character.



Help

You will be able to read basic instructions about battles. It may be useful for those playing the game for the first time.



Quit

This will reset the game and return you to the Title Screen. All unsaved data will be lost.



Settings

You will be able to change the game settings. Press the up/down directional buttons to select the setting, and press the left/right directional buttons to adjust it. Press **○** to finalize your settings.



Cursor Mode	Changes how the cursor moves on the Area Map. Cursor Mode A will go to the back/left, and Cursor Mode B will go to the back/right when pressing up.
Ally Effect	Off skips the attack scenes of your characters.
Enemy Effect	Off skips the attack scenes of the enemies.
System Effects	Off skips the animations during Geo Effects and Magichanges.
Combat Speed	Controls the speed of the characters during battle.
Text Speed	Controls the speed of the displaying messages.
Voice Language	Selects the language for the voices.
rear touch pad	Select to activate rear touch pad controls.

Save Icon	Selects which Save Icon to use.
Window Type	Controls the transparency of the windows.
Character Display	Controls the pixel pictures.
BGM Volume	Controls the volume of the BGM.
SFX Volume	Controls the volume of the sound effects.
Cutscene Voice Volume	Controls the volume of the voices of the characters.
In-game Voice Volume	Controls the volume of the voices of the characters during battle.
Default Settings	Resets to the default settings.

Beginners**To Become a Better Fighter**

We will explain how to become a better fighter.

Attack Direction

When attacking an enemy, instead of attacking from the front, it is better to attack them from the side or back.

The same goes for when getting attacked, try not to expose your sides and back.

Accuracy is higher from the side than the front, and from the back than the side.

When ending a turn, make sure to change the direction of your characters to your advantage. (□ + directional buttons)



Team Attack

When attacking an enemy, there is a chance that a team attack will occur with the characters adjacent to the character doing the attack.



Requirements

The attacking character is using the [Attack] command.

(Specials will not work)

The attacking character is directly adjacent to its enemy.

The allies are directly adjacent to the attacker.

Raising the Team Attack Rate

Make the characters sit next to each other in the classroom.

Make them join the same Club.

Equip them with a fist weapon.*

*If the character isn't proficient with fists, this may not be effective, so be careful.

Combo

Combos happen when you continuously attack the same enemy.

1. Command 4 team members in a row to attack the same enemy.
2. When the attack begins, the attack commands will take effect.
3. All 4 members will consecutively attack the enemy, and a 3 hit combo will occur. (The first attack is excluded)



The combo will end if you use a different command, like attacking another enemy or healing an ally.

Skill Merge

If you meet a certain requirement during a combo, 2 Skills will merge into 1, which will increase the damage.



Level Up

Characters will level up by earning experience by defeating the enemies. All the status levels will increase by doing this, so the more you kill, the higher levels you will reach. You can level your characters up to level 9999.



Winning Requirement

You will clear the stage by defeating all enemies on the map. You will be able to clear the stage without defeating any third parties. (The status in blue indicates your team member, red indicates the enemies, and yellow indicates a third party.)

Game Over

You will get a Game Over if all your participating characters (max 10) die. You will return to the Title Screen to continue from your saved data.

BeginnersChoosing the Right Weapons

Each class of characters have weapons that they are good and bad with. Using the weapon their class is good with will make things easier. When buying a weapon, make sure you check the forte of your characters. There are eight kinds of weapons. Monsters can only equip weapons that are made for monsters. (Monster weapons include two types: Physical and Magical)

Fist	Ideal for close combat. Its specialties are increasing Team Attack Rates and counter attacks. Fists generally boost ATK and SPD. Many Fist Skills move the target character.
Sword	The standard weapon. There are many useful Sword Skills.
Spear	Can attack enemies 2 panels away, allowing you to avoid counter attacks. Many Spear Skills move the executer of the Skill.
Bow	Long ranged weapon. Regular attacks are based on ATK and HIT.

Gun	The longest ranged weapon. Regular attacks are based on HIT and SPD.
Axe	The strongest weapon in terms of damage. Lowers the character's speed, but the damage is great. The axe also sports a higher critical rate.
Staff	This weapon increases INT and increases the spell range by one. Spells themselves can be obtained at the Evility Shop.
Monster	Weapons that only monsters can equip. When comparing similarly priced weapons, monster weapons tend to be better than human weapons.

*There is a character in the game that gives an in-depth description of each item.

Caution

Each character has a weapon they are good with.
Use the status menu to check what weapons are good for each character.

Weapon Specific Skills

All the weapons, excluding Staves and Monster Weapons, have Weapon Specific Skills that can be learned at the Evility Shop.

Beginners**Using the Classroom**

The classroom is used to plan for battle. First, let's use the basic functions to plan effectively. Once you have entered the classroom, press **△** to bring up the menu.

Seat Change

The characters can get to know each other by sitting next to others, which will increase the chance of Team Attacks.



Homeroom

During homeroom, you will be able to suggest various topics, such as making new classmates.



Club Meeting

Open a Club Meeting to add more topics for Homeroom. The President of a Club will receive bonus points from members. The President of a Club will be able to use the magic of members standing next to them in battle.

A character will be able to [Magichange] with monsters that are in the same Club.

All the functions of Clubs are called [Extra Gain].




Examples of Clubs

Lift Inspectors	You will be able to use the [Dual Throw] command.
Magintology	Ups the effectiveness of [Magichange].
Gods of Cookery	Doubles the effect of items used.
PPP	Pirates Pirating Pirates allows [Reverse Pirating] in the Item World.

Beginners**Making Classmates**

This page will explain how to make new classmates.

● Step 1

Press  to bring up the Homeroom Menu.

● Step 2

Choose a character to suggest the "Create New Character" topic.



● Step 3

Choose a job class for your new classmate.



● Step 4

Choose the proficiency for your new classmate. You will need an approval for "Distinguished" and/or "Genius."

You will need enough "Mana" for those that don't need approval. The higher the proficiency, the more stat bonuses they will get to add.



● Step 5

Type in a name for your new classmate. Press "Select" to get a random name. Keep pressing "Select" until you find a name you like. Select "Enter" to finalize.




Step 6

Assign your bonus points from your proficiency to boost your stats. You can divide them into any stat you want until the bonus reaches zero. You can boost the strengths of the character's job class, or try to negate its weakness.

*If the character is "Good-for-nothing," the bonus becomes a negative. You will need to reduce their basic stats until the bonus reaches zero.








Step 7

Make sure you like your settings before finalizing them by pressing . You have made a new classmate.



Intermediate

Status Ailments

 Poison	HP will decrease every turn.
 Sleep	Will be able to attack for a certain amount of time. Damage is increased when attacked while asleep.
 Paralyze	Will not be able to move, and SPD will go down to 1.
 Forget	Will not be able to use Specials.
 Deprave	Will not acquire any experience and all stats will decrease by 20%.

Intermediate

Magichange

Preparing for Magichange

Select [Appoint to Club], then choose a human and a monster that you want to Magichange, and make them join the same Club. Preparing for Magichange is done. Now, you just have to command the monster to Magichange with the chosen human during battle.

*Each monster will turn into a unique weapon, so please check the compatibility of the human and the weapon before choosing them for Magichange.



Advantage

- The human will be able to temporarily absorb the Evilities of the monster.
- The human will be able to use Special Magichange Skills.
- Both of the characters will be able to earn experience.

Disadvantage

- You can only use it for 2 turns.
- You will have one less participating fighter.
- If the human is knocked out of the battle, they both are.

The Special Magichange Skills will be acquired by the monster.

Intermediate

Other Options for Homeroom

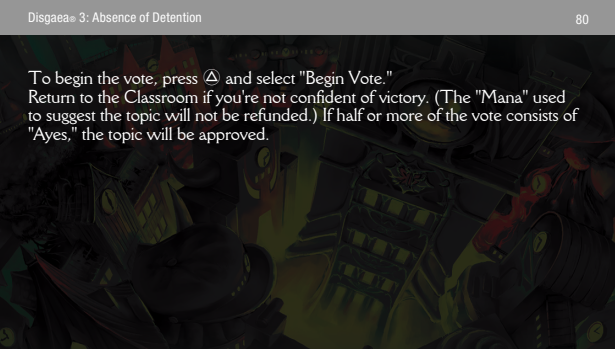
This page will explain other uses for Homeroom.


Suggest a Topic

By fulfilling certain requirements, you will be able to suggest more topics. If the topic requires an approval, the participating members will vote on it. "Homeroom Ability" will be displayed as Homeroom begins. This shows the significance of each character's opinion.

Approved: Ayes > Nays

Denied: Ayes < Nays



To begin the vote, press  and select "Begin Vote."
Return to the Classroom if you're not confident of victory. (The "Mana" used to suggest the topic will not be refunded.) If half or more of the vote consists of "Ayes," the topic will be approved.

Secret Maneuver

Bribery

You can try to change the minds of those with stronger opinions by sending them items that you own. Bribery will affect all the members that hold the same opinion; however, it will also cause a negative effect on those with opposing opinions.



School Intercom

You will be able to acquire a microphone for the School Intercom. Once you have this item, you will be able to promote your idea throughout the school before the Meeting.





Legendary Reps

A Legendary Rep may sometimes appear during a meeting.
They are said to cause chaos in the classroom whenever they appear.

Intermediate

Epilogue

After you have cleared the main story, you can play the after story in the Epilogue. Strong enemies await you, as well as new allies. On top of that, in the additional scenarios, you can play with different main characters.

Talk to the Parallel Worlder to go to the additional scenarios.

Rutile and Stella, the new characters exclusive to the PS Vita version, can be accessed in Death Institute, Majin Academy from the Epilogue Menu.



Advanced

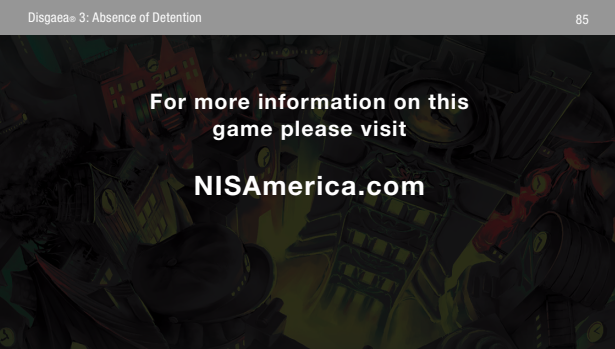
Mysterious Random Dungeons

There is a rumor at the Nether Institute, Evil Academy...

This rumor says that there is a random dungeon, other than the Item World, and that those who have come back from that world have done so with increased character stats.

According to them, they met an Afro Prinny who led them there, are these rumors true...?



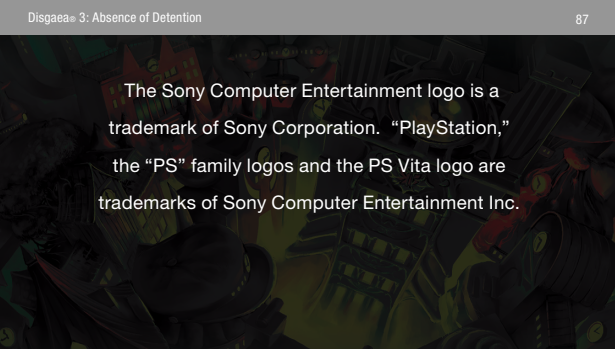


**For more information on this
game please visit**

NISAmerica.com

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